



データウエスト株式会社
〒638-0044 大阪府林見区放出東3丁目8番28号
TEL.(06)968-2659(ユーザーサポート)

最新情報満載!! ホームページアドレスはここ
<http://www.datawest.co.jp>



BRAVE PROVE

ブレイヴ・プローヴ



DATA WEST®

SLPS 01316

BRAVE PROVE Copyright ©1998 by DATAWEST, Inc.
"PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc.
WARNING: All rights reserved. Unauthorized duplication is a violation of applicable laws.

Long before the Goddess Orthia created the world of Melphala, It had been drifting in the whirl of chaos... The Goddess extracted the light from the chaos first. And the shadow cast by that light gave birth to darkness... Before long, that light transformed into the White Crystal, and darkness turned into the Black one.

BRAVE PROVE



TABLE OF CONTENTS

HOW TO START THE GAME	3
CONTROLS	4
MAIN SCREEN	6
ELEMENTALS	7
ITEMS	8
BUYING AND SELLING	10
EQUIPMENT	12
SAVE AND RECOVERY	15
ACTION ITEMS	16
COMBOS	17
SPECIAL ATTACKS	19
CHARACTERS	20
SUPPORT CHARACTERS	21

The chief of the "Wild Fangs," a group of righteous bandits, has been in search of the legendary Black Crystal for many years now. He hopes to change the world full of evil and greed and fill it with the crystal's illuminating light... However, he's had neither sight nor sound of the elusive relic, not to mention - actually discovering its whereabouts...



HOW TO START THE GAME



● In case you play the game from the beginning

Select START and press the Circle Button.

● In case you want to continue a saved game

You can resume your game from the last point you have saved on the Memory Card. For that, select CONTINUE on the title screen and press the Circle Button.

You can pick a saved record on your Memory Card with Directional Buttons.

Just as you pressed the Circle Button to view the Memory Card of your choice, press it again to load the saved record you selected.

Press the Cross Button to return to the title screen.

CAUTION: Do NOT insert or remove the Memory Card during the loading process!

● When you're done with playing the game

If you want to stop playing the game, open the disc cover on your console, wait till the disc stops spinning, remove the disc, then switch the power off.

● The Quest

You're a weak-looking(?) young man called Ars at the onset of a grand adventure. Your task at hand is to bring the light back to the world engulfed by darkness. By collecting shards of Demon Ore, tempering his sword and defeating enemies, Ars' weak power will gradually grow stronger. You will pass through many towns and other locations, gather information, solve puzzles and avoid traps waiting ahead. There will be times when you'll have to rely on powers of Elementals contained within your sword or use various items to proceed further.

You'll have to do everything you can to return light to people's lives.

And save a person who is particularly special for you...

CONTROLS

This game uses only the Controller 1. START and SELECT Buttons are not used. You can configure the Key Settings from the ingame menu later (please, check the figure below).



Circle Button:

Attack / Confirm / Talk (you can also scroll the conversation by pressing the Circle Button).

Cross Button:

Cancel / Use Item

Triangle Button:

Special Attack

Square Button:

Open the Main Menu

Directional Keys:

Move / Combo Inputs / Stop Movement

L1/R1 Button:

Select an Action Item

L2/R2 Button:

Switch between Controls, Items, Equipment and Elemental options on the Menu Screen.

- By pressing the R1 + R2 + L1 + L2 + SELECT + START Buttons at the same time, you may reset the game.
- When you are in control of Ars, double tap a Directional Button in the direction he's facing to start dashing.

● CONTROLLER CONFIGURATION

You can always configure your Controls depending on your preferences.



Press the Square Button to open the Main Menu window.

Use the R1 / R2 or LI / L2 to switch to the Controls tab.

Move the cursor with the Directional Keys to the left window, select the Action you want to configure and press the Button you want to assign it to. That way you configure your controls to maximum comfort.



To finalize your decision, move the Cursor to the right window with the Directional Keys and press the Circle Button on the "Set" option.

In case you want to go back to default settings, select the "Restore" Button.

Press the Cross Button if you want to exit the Menu.

CAUTION

None of your control configurations will be reflected in the Main Menu where in the Circle Button is still used to confirm, and Cross Button - to cancel your actions.

MAIN SCREEN

An equipped Item is displayed in the left

Action Item

HP (Hit Points)

Elemental



PG (Power Gauge)

Name of an attacked Monster (only displayed in battles)

Monster Gauge (Only when you attack a monster in battle)

-
- LV:** Ars's current Level.
- HP:** Ars's current HP (Hit Points).
- PG:** The Power Gauge required to use your special attacks.
- MONSTER:** This gauge displays hit points of a monster you're currently attacking.

ELEMENTALS

Eventually, you will befriend Elementals and imbue your sword with their powers. You're going to need your PG or Power Gauge to use special skills (specific skills require a certain portion of the Power Gauge).

You can refill the Power Gauge by using combo attacks on monsters.



Press the Square Button (or the one you've assigned) to open the Main Menu.

Use R1 / R2 and L1 / L2 Buttons to switch to the Elemental tab.

Point the cursor with the Directional Buttons at an Elemental of your choice and confirm it with the Circle Button.

An Elemental you imbue your sword with will be displayed in the window to the left.



In addition, you'll be able to see the special skills you can use for an Elemental of your choice below.

You can also remove an Elemental from your sword by pressing the Circle Button.

You can select from Elementals displayed in the window to the right.

If you want to close the Main Menu, please press the Cross Button.

ITEMS

You can obtain various items from treasure chests on the world map, win them from monsters or buy them at a shop.

There are items that restore your HP and PG, items you can equip and Action Items that influence the gameplay.

In addition to numerous medicines, usable items also include those that allow you to avoid traps or help you progress in the game such as Bombs.



Press the Square Button (or the one you've assigned) to open the Main Menu.

Use R1 / R2 and L1 / L2 Buttons to switch to the tab.

Point the cursor with the Directional Buttons at an Item of your choice. You can see the cursor flashing when pressing the Circle Button for the first time.

When you press the Circle Button for the second time, the cursor will move to the left window.

- It's possible to exchange locations of Items you can use by selecting it when the cursor is flashing.

(This way you can sort your list of Items to your liking).



Left Window

You may decide what to do with your Item next by choosing one of the options in the left window with the Circle Button.

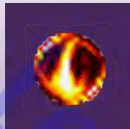
By choosing "Use", you will use that Item at once. By choosing "Equip", you will be able to use that Item after exiting the Main Menu by pressing the Cross Button (you may use it as many times as many you have in your inventory).

When you're done with everything in the left window, press the Cross Button to return to the right window.

If you want to close the Main Menu, please press the Cross Button.

● Levelling your Elementals

You will be able to level up your elementals by collecting corresponding crystal shards (Flame, Water, Earth and Wind). By collecting two shards of the same type, you will transform them into a corresponding crystal (in case of Flame Shards, it will be a Flame Crystal) which raises a respective Elemental level by one. The Maximum Level for your Elementals is Level Five.



BUYING AND SELLING

You will be able to sell or buy Items you need at any shop.
Thus you'll be able to get rid of unnecessary Items and get something useful for your quest.



The first thing you need to decide at a shop is whether you want to buy or sell an Item.

So, choose "Buy" or "Sell" option and confirm with the Circle Button.

Then you'll be able to access an Item list and choose the one you need with Directional Keys (press Up / Down to choose an Item and its quantity, and the Circle Button to confirm).

You will see the quantity of Items to Buy or Sell on the right.

Choose the amount you need and press the Circle Button to confirm.

(To be continued to the Page 11)



You can decide whether to Buy or Sell an Item



Choose the quantity you want to Buy or Sell



(Continued from the Page 10)

Choose "Yes" or "No" next.

Please, repeat the procedure for any Item of your choice.

Press the Cross Button in this menu to reset the last

EQUIPMENT

Ars can equip up to three different items.

You can try various combinations. For example, you may equip items that sacrifice defense but allow you to kill a monster with just one hit. The choice is yours.

You can also use a support Item you have equipped in battle by pressing the Cross Button (or the one you assigned in to the Control tab) - all in real time.



Press the Square Button to open the Main Menu window.

Use the R1 / R2 or LI / L2 to switch to the Equipment tab.

Move the Cursor with the Directional Keys to choose a piece of Equipment. Press the Circle Button to move the item to the left window.

Your currently equipped items are displayed in the left window.

An Item description is displayed in the bottom window.

- LV:** Ars' current Level.
HP: Ars' current health (Hit Points).
PG: Ars' current Power Gauge for special attacks.
EXP: Ars' current experience.
LV UP: Experience required to reach the next Level.
ORE: When you collect a certain quantity of Demon Ore, you'll be able to temper your sword at the blacksmith's.
GOLD: The amount of Gold currently in Ars' possession.
ELM: An Elemental Ars's sword is currently imbued with.



Collect Demon Ore!



Schwein

*Take it to the blacksmith to
temper your sword further!!!*



Equipment Description

The Cursor will move to the left window when you choose an Item to equip.

When you want to change your choice, press the Cross Button when the Cursor switches to the left.

Press the Cross Button if you want to exit the Menu.

When the Cursor is in the left window, you can see the description of the equipped Item it points at in the bottom window.

The number of Armor / Accessory pieces you can equip at the same time is limited as follows.

-
- HELMET:** 1 piece (since you only have one head...)
 - ARMOR:** 1 piece (you have just one body, eh?)
 - GAUNTLETS:** 2 pieces (just in case, Ars has two working arms...)
 - BOOTS:** 1 piece (don't think it's comfy to wear just one boot...)
 - BELT:** 1 piece (you normally wear just one belt on your waist, right...?)
 - RINGS:** 3 pieces (I'd like to say you can put as many as you like of these on, but...)

SAVE AND RECOVERY

There are statues of the Goddess Orthia found both in towns and in the wild. Pray at a statue as such to save your progress and restore your health.

You will also have another option "Travel" in the same menu after a certain game event. This will allow you to warp between different statues of Orthia in an instant.

CAUTION

Please, insert a Memory Card into the Slot 1 before saving your game. The game will require one Memory Block to save. But when you need other saved records, you can easily do it by choosing other Memory Blocks (1 record will require 1 Memory Block, respectively). One more thing - never try inserting or removing a Memory Card during the saving process!



Goddess Orthia's Statue



SAVE SCREEN

This is where you save your game progress (please, choose the "CONTINUE" option on the Title Screen to resume your game from a saved record).

ACTION ITEMS

These Items affect Ars's action as soon as he obtains them.



Power Glove:

You can move heavy rocks with this Item (press a respective Directional Key against a rock with the Power Glove equipped).



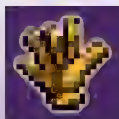
Hook:

By grappling to specific stakes on the game screen with this Item, you'll be able to reach previously inaccessible places. This is the icon you should choose when equipping the Hook.



Catapult:

With this Item equipped on your left hand, you can throw Bombs or Arrows far ahead (don't try throwing recovery Items such as Herbs, though).



Choose this Icon when you want to set a Bomb or use a Herb (choose the Catapult for throwing Bombs and Arrows, though). Press the Cross Button (or the one you assigned it to on the Controls tab) to use an Item you have currently equipped.

Action Items are equipped automatically, but you can select the one to use by pressing L1 / R1 Buttons (or those you assigned them to on the Controls tab) on the game screen in real time. L1 / R1 Buttons sets the direction you circle through Action Items.

COMBOS

Here goes a list of combos available in the game. The Buttons may differ depending on your Controls configuration.

Each Button combo should be pressed in fast succession to perform a corresponding skill or attack. For better effect, you may flawlessly link several combos together.

● Basic Combo Commands

Directional Keys set the direction of your attack. In case you change your Controls configuration, the Circle Button should be replaced with the one you assign your attack to.

Press the Circle Button once

Circle Button + Circle Button (Press the Circle Button twice)

Circle Button + Circle Button + Circle Button (Press the Circle Button three times)

Circle Button + Up + Circle Button

Circle Button + Circle Button + Up + Circle Button

Circle Button + Circle Button + Circle Button + Up + Circle Button

Circle Button + Up + Circle Button + Circle Button

Circle Button + Circle Button + Up + Circle Button + Circle Button

Circle Button + Circle Button + Circle Button + Up + Circle Button + Circle Button

Circle Button + Up + Circle Button + Up + Circle Button

Circle Button + Circle Button + Up + Circle Button + Up + Circle Button

Circle Button + Circle Button + Circle Button + Up + Circle Button + Up + Circle Button

Circle Button + Up + Circle Button

Circle Button + Circle Button + Up + Circle Button

Circle Button + Circle Button + Circle Button + Up + Circle Button

Circle Button + Up + Circle Button + Circle Button

Circle Button + Circle Button + Up + Circle Button + Circle Button

Circle Button + Circle Button + Circle Button + Up + Circle Button + Circle Button

Circle Button + Up + Circle Button + Up + Circle Button

Circle Button + Circle Button + Up + Circle Button + Up + Circle Button

Circle Button + Circle Button + Circle Button + Up + Circle Button + Up + Circle Button

Circle Button + Up + Circle Button + Up + Circle Button + Circle Button

Circle Button + Circle Button + Up + Circle Button + Up + Circle Button + Circle Button

Circle Button + Circle Button + Circle Button + Up + Circle Button + Up + Circle Button
+ Circle Button

Circle Button + Up + Circle Button + Up + Circle Button + Up + Circle Button + Up +
Circle Button + Up

- Keep in mind that the combos presented above are for reference only.
You can easily invent and link your personal combos.
The variations are limitless!

SPECIAL ATTACKS

In order to launch a Special Attack, you must have a certain amount of PG (Power Gauge) left.

The following Special Attacks may be performed with a corresponding Elemental set.

Up, Up, Triangle Button (the Button you assign your Critical Attack to) (press it once), or press Up, Triangle Button (the Button you assign your Critical Attack to) when in the middle of a combo.

Up, Left, Down, Right, Up, Triangle Button (the Button you assign your Critical Attack to) (just circle the Directional Keys starting from the Up one, then quickly press the Triangle Button).

Triangle Button, Triangle Button (the Button you assign your Critical Attack to) (press it once). When in the middle of a combo, the Buttons will be the same (Triangle Button, Triangle Button (the Button you assign your Critical Attack to)).

Assuming that an enemy is above, press Up (towards the enemy), Down (away from the enemy), Triangle Button (the Button you assign your Critical Attack to). It will be Down, Triangle Button the Button you assign your Critical Attack to).



●The game is full of puzzles so Items and Special Attacks may be used not just for fighting. For example, sometimes you will need to break walls with a Bomb.

CHARACTERS

• Ars

(the Protagonist)
A Wild Fang of 15 years old.

An energetic orphan who never knew his real parents. He may look helpless at times, but he will have to grow up fast on this quest of his.



• Sheena

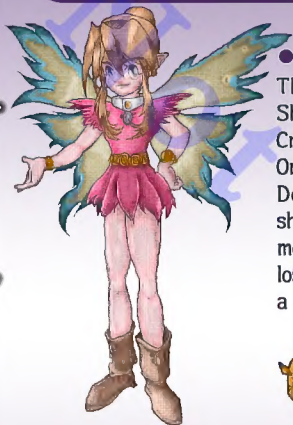
A 16-years old daughter of the Wild Fang's Chief and the best warrior among them all.

She cares about Ars a lot.

Though she may behave like his older sister, she has deep feelings for him in fact.



SUPPORT CHARACTERS



● Felia

The Elemental of Flame. She protects the White Crystal on the Goddess Orthia's command. Despite her small size, she's got a foul, big mouth. She may often lose her temper in a flash.



● Boatswain

The Elemental of Earth governing this realm of nature. He may commonly appear in the form of a cute-looking small forest animal.

● Siren

The Elemental of Water. One of the four Elementals in charge of her respective realm that helps keep the balance in the world. It seems like nothing can change her calm demeanor. She's usually silent.



● Tenryu

The Elemental of Wind governing his respective realm. He may appear small, but he's in fact a huge dragon respected by both Ars and other Elementals.

